STAG

RULEBOOK

OVERVIEW

STAG follows the life cycle of beetles — a game of planning and resource management, culminating in a social deduction showdown where you can lose it all if you're too greedy!

STAG is a 2–4 player game. Players plan their actions using their action tiles, then resolve them simultaneously. The aim is to score the most points by progressing your beetles through their life cycle. Once two or more beetles reach the final stage, a showdown is triggered! After 5 showdowns points are scored to determine the winner.

There are three main stages in a beetle's life: starting as a grub, developing into a pupa, and finally becoming a beautiful beetle. These stages are represented by the concentric rings of the board, and each stage requires specific resources to progress.

WAYS YOU'LL SCORE POINTS

CARDS
Playing beetle cards earns the points shown in the gold diamond.

TRAIT TRACKER
Advancing on trait tracks can earn you bonus points. There are three main traits, mandibles, wingspan and colouring.

OBJECTIVES
Completing personal objectives, card objectives and set collections!

TOKENS
Gaining point tokens during gameplay.

GAME COMPONENTS

20 ACTION TILES
(5 per player)

4 ACTION MATS
(1 per player)

GAME BOARD
(4 layers)

24 PUPA TRAIT TOKENS

BEETLE CENTRE PIECE

8 CARD MATS
(2 per player)

CARD MAT TOKENS
(4 per player)

8 GRUB TOKENS
(2 per player)

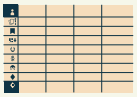
8 PUPA TOKENS
(2 per player)

8 BEETLE TOKENS
(2 per player)

48 BEETLE CARDS

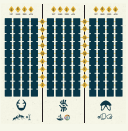
8 PLAYER AIDS
(2 per player)

8 SET OBJECTIVE CARDS



SCORE SHEET

SHOWDOWN TOKEN
(1 per player)



TRAIT TRACKER

TRACKER MARKERS
(3 per player)

RESOURCE TOKENS
(20 Fruit, 20 Sap, 20 Nectar, 20 Water, 20 Wood & 40 Egg tokens)

POINT TOKENS
(30 small tokens (1 point each) & 5 large tokens (6 points each)

SETUP

MAIN BOARD
Assemble the main board to create four concentric rings. Attach the four quarters to make the largest circle and place the alignment hex in the middle. Then stack the middle navy circle on top, followed by the smaller cream circle, then finally the yellow centre circle ❶. Align the holes in the middle and insert the beetle centre piece. This will help the board rotate and stay aligned.

PUPA TRAIT TOKENS AND POINT TOKENS
Place pupa tokens in a random order into the slots on the second navy ring ❷. Then fill up all the point token slots in front of each beetle slot in the middle of the board ❸. Finally place 5 large point tokens in the centre of the board.

ACTION TILES & MATS
Place your action mat in front of you and your action tiles to one side ❹. Make sure your action tiles are all on player colour side and the right way up with the coloured pips being at the bottom.

CARD MATS
Place your two card mats in two rows directly next to or below your action mat ❺. Then place the corresponding grub, pupa, and beetle tokens on each section. ❻. Put the pink tracker cubes on each card mat in the left age tracker slots (starting in the top space) ❼, and do the same with your black cubes on each mat on the right (top space) ❽.

STARTING CARDS
Shuffle the pink starting cards (pink back and pink star top left) and deal one to each player ❾. Then return the rest to the box.

CARDS
Shuffle the beetle cards, deal two to each player ❿ and then place the remaining deck face down ⓫.

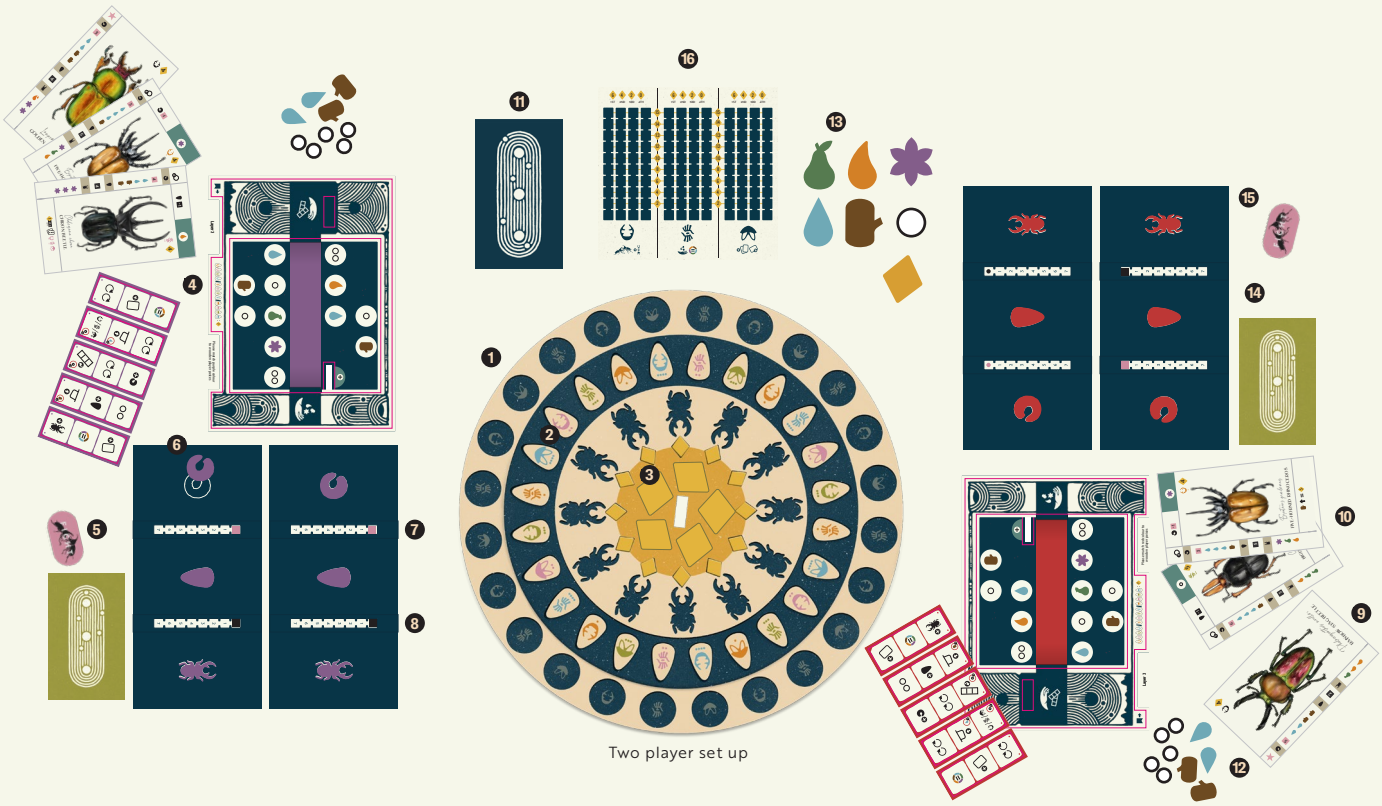
STARTING RESOURCES
Each player starts with 2 wood, 2 water and 10 egg tokens ⓬. Keep all the other resource tokens nearby in a shared supply ⓭.

OBJECTIVE CARDS
Shuffle objective cards and deal out one to each player ⓮. Then return the rest back to the box. Players may view their card but should keep it hidden until the end of the game.

SHOWDOWN TOKENS
Give each player one showdown token ⓯ and keep it next to your action/ card mats.

TRAIT TRACKER
Place the trait tracker next to the main board ⓰. If you are playing with 3 or 4 players use the 3+ player side or for a solo or 2-player game flip over and use the reverse. Then place one of your coloured tracker cubes at the bottom of each trait track.

FIRST ROUND
You are now ready to begin play. Please see the "first round" section on the next page.



Two player set up

TURN ORDER

STAG is a little different to traditional turn-taking board games as most of the play happens simultaneously. Every round happens in the following stages:

ROTATE BOARD
(skip in round 1)

PLACE TILES

PERFORM ACTIONS

COLLECT RESOURCES

FLIP FED BEETLES

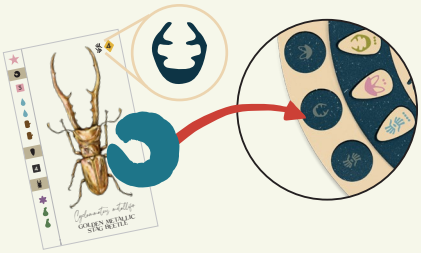
CHECK FOR SHOWDOWN

FIRST ROUND

The first round is a little different because of the starting cards:

GRUB PLACEMENT

Players remove one of their grub tokens from their player mat and replace it with their starting card. Then place the grub token on the outer circle on the main board. The grub must be placed on a space that has a matching symbol shown on the card.



Then choose one of your cards in your hand, pay the egg cost and place on your second card mat and place the grub token on the board, again matching the trait symbol. You should have two grubs starting on the board.

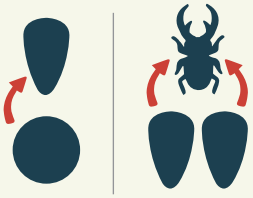
NO BOARD ROTATION

As it is the first round there is no board rotate.

Continue to the **PLACE TILES** stage...

ROTATE BOARD

At the beginning of each round (except the first) the middle navy blue section of the board is rotated clockwise round one space - the other rings stay put. The pupa tokens line up with the circles on the outer ring. So "one space" is moving along to line up with the next circle. To rotate the board it's best practice holding onto the beetle centre piece and with your other hand rotate the middle navy section. This helps everything stay in place. The aim is to move towards the centre of the board.



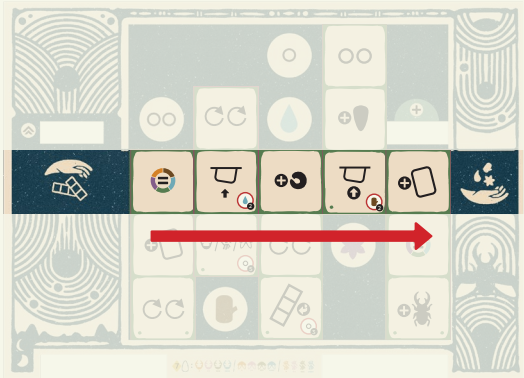
Each grub slot has its own pupa slot to move into. But there is only one beetle slot for every two pupa slots. So if a beetle token is already on the board your pupa cannot move into the next level of the board to become a beetle.

PLACE TILES

At the same time each player places their action tiles on their action mats. One tile per column, in any order, with no overlapping. Each action tile displays 3 different actions. The actions you want to perform must be placed along the coloured strip in the middle of your action mat. The actions will be resolved from left to right. Be sure to keep the action tiles the right way up. The coloured pips indicate the bottom of the tile.

PERFORM ACTIONS

Once every player has placed their action tiles, everyone must agree that they are set and ready. Action tiles cannot be rearranged once players have started taking actions. Then, at the same time, all players perform their five actions moving from left to right. (See details on all actions Pg.7)



****FIRST TIME PLAYING STAG****

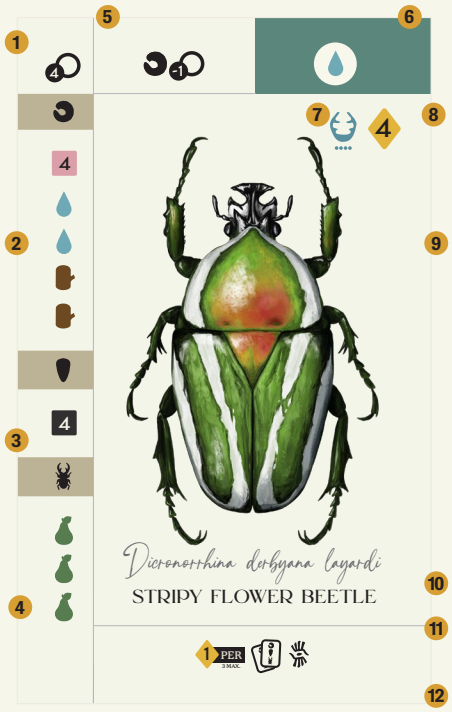
If this is your first time playing, it is recommended that, at least for the first couple of rounds, players do their actions one by one so everyone can see and learn the actions. Once you get the hang of it players can do their actions at their own rate.

COLLECT RESOURCES

Once everyone has completed their actions, all players collect their resources. The resources you receive are the ones visible on your action mat.

In this example, the player collects 3 eggs, 1 water, 1 wood and 1 nectar.

LIFE CYCLE

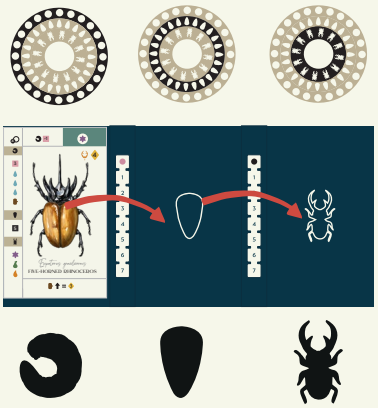


CARD ANATOMY

1. Egg cost
2. Grub requirements
3. Pupa requirements
4. Beetle requirements
5. Boon
6. Bonus resource
7. Trait marker
8. Points gained when played
9. Beetle illustration
10. Beetle scientific name
11. Beetle common name
12. End game card objective

CARDS, MATS, TOKENS & BOARD

Each stage of the beetle life cycle is represented by the sections on the card mat and concentric circles on the board. Beetle cards move from left to right* on the card mat and grub/pupa/beetle tokens move from the outer rings to the inner rings on the board. You can have multiple cards in play but only one per section.



RESOURCES

Eggs · Wood · Water · Sap · Fruit · Nectar · 5 Grub aging · 5 Pupa aging

REQUIREMENTS FOR EACH STAGE

To move up to the next level of a beetle's life cycle you need to have the right resources first:

: 5

GRUBS
In nature grubs primarily eat dead **wood** as they develop underground and they also need **water** to survive. They need **time** to grow and become strong enough for their next stage in life.

: 5

PUPA
Grubs undergo complete metamorphosis when they go through the pupation stage of their life cycle. They only need **time** to develop into their final form.

:

BEETLES
Beetles eat a combination of tree **sap, fruit** and **nectar**. As with all animals on planet earth, a well fed and strong beetle seeks to procreate and evolves as a species.

TOP TIP: Its good practice to place your resources on top of cards to help you keep track of what is required!

*Beetle cards can't move up or down spaces on the card mat, only left to right.

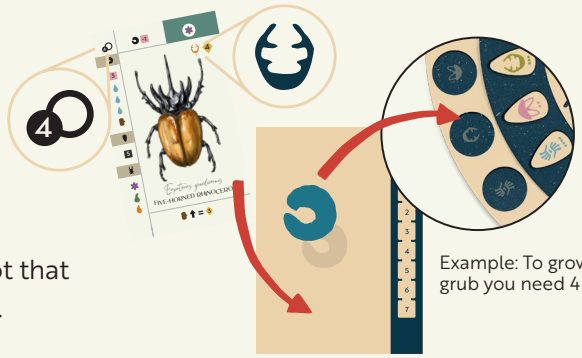
ACTIONS

All the actions you can perform are displayed on your action tiles. You must carefully plan what actions to take and in what order. Here are the actions:

(hand > grub)

GROW GRUB

To grow a grub you choose a beetle card from your hand and pay the **egg** cost (return the eggs to the supply). Then replace your grub token with your beetle card on your card mat. Next place your grub token on the outer ring of the board on a slot that matches the trait symbol on the beetle card.

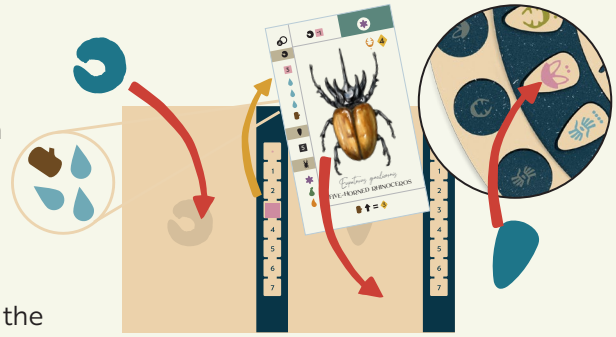


Example: To grow this grub you need 4 eggs.

(grub > pupa)

GROW PUPA

To grow a pupa you must have met the grub's requirements. Firstly, pay the **wood/water** resources back to the supply and reset your pink aging cube to zero. Then move your pupa token, from the card mat (next to the beetle card you're growing) to the pupa space that is next to your grub token, on the navy circle. If there is already another players pupa token there you cannot perform this action. If you're the first player to use that slot there will be a pupa trait token present. Remove it from the board, place it next to your action mat and gain your bonus (see 'pupa trait tokens' (Pg. 10). Then remove your grub token and place it back on your card mat while moving your beetle card along to the next section on the card mat.

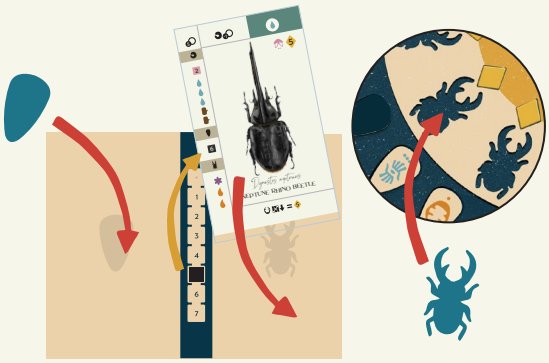


Example: Grub needs 3 water and 1 wood plus 3 aging. The blue player would also gain the pupa trait token

(pupa > beetle)

GROW BEETLE

To grow a beetle you must have already aged the pupa to the required amount. Firstly, reset your black aging cube to zero. Then take your beetle token from the card mat to the right of your beetle card. Place it on the cream ring, on the beetle slot that is next to where your pupa token is. If there is already another players beetle token there you cannot perform this action. If you are the first beetle placed in that slot you gain the bonus point token from the slot on the board. Then remove your pupa token from the board and place it back on the card mat while moving the beetle card along to the next section on the card mat.



Example: Pupa needs 5 aging. Blue player would also gain bonus point token because they're the first to use that beetle slot.

PICK UP A CARD

Pick up a card from the face down deck and add it to your hand. There is a 5 card hand limit. Discard any cards over your limit and place them on the bottom of the deck.

UPGRADED ACTION:

Gain 2 cards

GAIN EGGS

Gain eggs from the supply. You gain one egg per egg symbol shown. So in the example to the left - you gain two eggs.

UPGRADED ACTION:

Gain 3 eggs

AGE GRUB/PUPA

Move your pink or black tracker cubes down one space per age symbol shown. You can use your aging between different grubs or pupae. But you cannot "pre" age an empty section of a card mat, it must already have a beetle card in play.

UPGRADED ACTION:

Age grub/pupa 3 spaces

EXCHANGE RESOURCE

Exchange one for one of any coloured resource. Eggs and aging are not included. Only wood/water/sap/fruit/nectar.

UPGRADED ACTION:

Exchange 2 resources

ACTIONS WITH COSTS

Any action marked with a red circle has a cost. You must pay whatever is shown inside the circle to perform it.

MOVE UP THE TRAIT TRACK

Move one of your trait tracker cubes up one space on either the mandibles, colouring or wingspan tracks.

Example shown - Cost: 5 eggs

UPGRADE TILE

Flip over one of your action tiles to the upgraded golden side. This tile will be kept upgraded for the rest of the game. You can upgrade a tile and perform the upgraded version on the same turn.

Example shown - Cost: 3 eggs

TUCK A CARD

Tuck a card from your hand under one of the two slots on your action mat.
Example shown - Cost: 2 wood

The left slot gives you an ongoing **boon** for the rest of the game.

The right slot gives you a bonus **resource** that's displayed on the card, if visible during the 'collect resource' stage.

You can replace a tucked card, but the old one is returned to the bottom of the deck.

BOON GLOSSARY

- Use water for wood and wood for water*
- Use nectar for fruit and fruit for nectar*
- Use sap for fruit and fruit for sap*
- Use sap for nectar and nectar for sap*
- All grubs require one less aging
- All pupae require one less aging
- All grubs cost one less egg
- An extra card every time you gain a card

* Also applicable to end game card objectives

SHOWDOWN

FLIP FED BEETLES

First, all players check whether any of their beetles meet the food requirements. If so, pay the cost and flip the beetle token to show it's fed. If you have the food resources available for your beetle you **must** pay the cost and flip your beetle.

CHECK CONDITIONS:

LONE BEETLE BONUS

When checking for a showdown, if there's **only one beetle** (fed or unfed) token on the board, that player gains a bonus: they may move up **one space** on either the mandibles, colouring or wingspan track on the trait tracker. As there is only one beetle there is no showdown - begin the next round.

FED & UNFED BEETLES

If only one player has any fed beetles on the board, that player **gains one trait** of their choice for each fed beetle they have. Only **two or more fed beetles** from different players can move to the centre of the board so there is no showdown - begin the next round.

TWO FED BEETLES

If two or more players have a fed beetle token on the board they move **one** of their beetles to the centre of the board and have a **showdown** (see details below). No trait bonuses are gained if a showdown occurs .

SHOWDOWN

The beetles have gone through their long and arduous process and they now reach the apex of their journey. Players now decide whether they want to FIGHT or FORAGE. For each showdown there are six extra points up for grabs. Using their fight/forage tokens, players simultaneously reveal the fate of the showdown!

If **all players** decide to **FORAGE** there is a **mutually beneficial** outcome - the points are split, traits are gained and everyone is happy. But if just **one player** chooses **FIGHT** they **take all the points** for themselves but it's not all bad as all the beetles gain traits. If **two or more** players decide to choose **FIGHT** then it **ends very badly** for them as their beetle card gets discarded along with the bonus points and they lose a trait too!

ORDER:

1. Players involved in the showdown move their beetle token to the centre of the board

2. Players remove their beetle card from their card mat and place it next to or on top of the board so all the players can see what's on the line!

3. Players secretly choose fight or forage to influence the showdown. Before revealing, anything goes. Players can bluff, declare their intentions, interrogate, or just keep quiet. Then, at the same time, players reveal their tokens!

5. Once players have revealed, check the showdown player aid or the next page for detailed gains/losses depending on the outcome.

6. Each showdown removes a large point token from the centre. It's either exchanged into singles or taken by one player.

OUTCOME:

FIGHT — GAIN ONE TRAIT; 6 GAIN POT

FORAGE — GAIN TWO TRAITS

OUTCOME:

FIGHT — LOSE ONE TRAIT; POT DISCARDED; LOSE BEETLE CARD

FIGHT

OUTCOME:

FORAGE — GAIN TWO TRAITS; 6 SPLIT POT (3 EACH)

FORAGE

OUTCOME:

FIGHT — GAIN ONE TRAIT; 6 GAIN POT

FORAGE — GAIN TWO TRAITS

FORAGE

FORAGE — GAIN TWO TRAITS

FIGHT — LOSE ONE TRAIT; POT DISCARDED; LOSE BEETLE CARD

FIGHT

FIGHT — LOSE ONE TRAIT; POT DISCARDED; LOSE BEETLE CARD

FIGHT

FIGHT

FORAGE — GAIN TWO TRAITS; 6 SPLIT POT (2 EACH)

FORAGE

FORAGE

FOUR WAY

If all 4 players reach a showdown then it actually splits into two separate showdowns. To decide who faces who, gather the players' showdown beetle cards and randomly draw 2 for the first showdown and the remaining two will be in the second showdown.

AFTER A SHOWDOWN

All beetle tokens are returned to their card mats. Beetle cards that survive are tucked under one of your card mats to keep them safe for end-game scoring.

SPLITTING POT

The large 6 point token is returned to the box after a showdown if the players foraged and split the pot.

GAINING TRAITS

When players gain their traits they usually move their trait tracker cubes up simultaneously. But if there is an issue on who places first see the bottom of page 12 to resolve any conflicts.

ONE BEETLE PER SHOWDOWN

If you have been efficient enough you might find yourself with two beetles that are fed and ready to enter a showdown. But you can only choose one beetle per showdown and you cannot have a showdown with yourself. The remaining beetle will stay put until the next round and no bonus traits will be gained.

TRAIT TRACKER

The trait tracker represents the evolutionary traits that your beetles will pass onto the next generation. It's also another way to gain points! The three traits on the tracker are:

Mandibles **Wingspan**
Colouring

Trait symbols also act as suits on cards and boards. Your markers start at the bottom—aiming to climb each track by using the trait tracker action, collecting pupa tokens, or through showdowns. The trait tracker has two sides: use the front for 3–4 players, and the reverse for 2-player games. If you are in highest position on the tracker you also gain an on going boon. Ties result in no boon for either player.

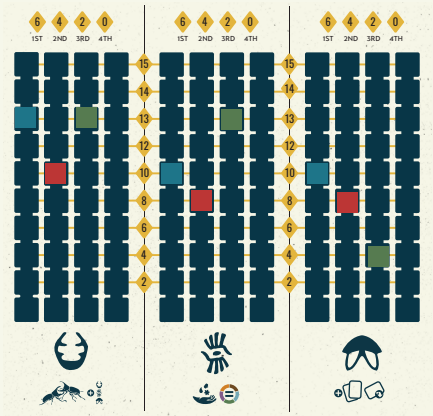
If you FIGHT in a showdown: gain one trait. (If you lose, you lose one trait and gain one; if you win, you gain two.)

Once per turn, during the 'gain resource' phase, you may swap one resource for another (not including eggs)

When you gain a card draw two. Keep one and return the other to the bottom of the deck.

SCORING POINTS

You can score points on the trait tracker in two ways. First, by ranking **highest** on each individual track: 1st place earns 6 points, 2nd gets 4, and 3rd gets 2. If players tie, they all drop down to the next points tier, which can also push others down. Second, you'll earn the bonus points shown at the side of the track based on your **lowest** rank across all three tracks.

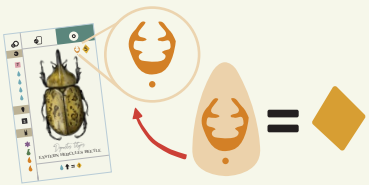


Example:
Mandibles Track
Blue: 4 points, Red: 2 points, Green: 4 points
Blue and Green are tied for 1st, so they both drop to 2nd tier (4 points). This bumps Red down to 3rd tier (2 points).
Colouring Track
Blue: 4 points, Red: 2 points, Green: 6 points
Wingspan
Blue: 6 points, Red: 4 points, Green: 2 points
Collective - lowest cube position
Blue: 10 points, Red: 8 points, Green: 4 points
Total
Blue: 24 points, Red: 16 points, Green: 16 points

PUPA TRAIT TOKENS

MOVING UP THE TRAIT TRACK

When you place your pupa token on the navy ring and take a pupa trait token (if available) you immediately move your tracker cube up one space on the matching **trait track**. For example, a token with a lets you move up on the mandibles track. Be sure to keep the pupa trait tokens you gain.



TRAIT MARKER BONUS

For an **extra bonus**, if the pupa trait token you pick up matches exactly (both colour and symbol) to the one shown on your beetle card that you've just made into a pupa you instantly gain one point token from the supply.

The coloured pips under the trait markers are for anyone with colour vision deficiency (colour blindness) to help differentiate between the colours.

Orange (1 pip) ●
Pink (2 pip) ●●
Green (3 pip) ●●●
Blue (4 pip) ●●●●

SET OBJECTIVES

UNIVERSAL OBJECTIVE

Each player's action mat includes an objective to collect a full, four-of-a-kind, coloured set of pupa trait tokens — that's one of each colour for a single trait. You'll gain seven points if you achieve it.

PERSONAL OBJECTIVE

At the start of the game, each player gets a personal objective card, which asks you to collect all three traits in a specific colour. If your pupa trait tokens match your objective, you'll earn five points.

Pupa trait tokens can count towards both your universal and personal objectives. Some fun beetle facts are also shown on the personal objective cards

TUCKED CARD OBJECTIVES

Tucked cards under your action mats will display end game objectives that can get you some extra points. There are three main types of objectives. They revolve around either resources, the trait tracker or your played cards.

Have the **most** of the specified resource at the end of the game. Either eggs, wood, water, sap, fruit or nectar. Any applicable tucked card boons also count (see Pg.8)

Be the **highest** (no ties) on the specified trait track

Be the **lowest** (no ties) on the specified trait track

One point per any played card (either on card mats or survived showdown) that shows the specified trait markers (max 3 points).

PLACEMENT CONFLICTS

There are several situations where a conflict of placement could occur between players. These rare occurrences are resolved as follows:

PLACING A GRUB

Two or more players perform the "Grow grub" action on the same turn and they want to place their grub in the same slot.

Resolution - Priority is given to the beetle who has the highest egg cost and if still tied place the grubs into a hat and see who is drawn first.

PLACING A BEETLE

Two players perform the "Grow beetle" action on the same turn and they want to place their beetle in the same slot.

Resolution - Players choose between themselves: whoever doesn't place their beetle gains the point token (if present) or gains one trait of their choice.

MOVING UP THE TRAIT TRACK

Several players gain traits (through an action or a showdown) and there is an issue on who goes first.

Resolution - Priority is given to the player who is lowest overall across all three trait tracks. They can decide in which order players move up the trait track.

GAME END

The game ends right after the last showdown has concluded. Players then count up all their points (use score sheet or list below) and the player with the highest points total is the beguiling beetle boss - all bow down to their long and impressive mandibles, shiny and seductive colouring and expansive wingspan. A true beauty!

WHAT IF THERE IS A TIE?

The player with the most beetle cards that have successfully completed showdowns wins. If still tied, the player with the most eggs gets it.

SCORE SHEET KEY

- Player name
- Played cards (on card mats or survived showdown)
- Objectives (pupa trait token sets and tucked cards)
- Lowest ranking across all three trait tracks
- Mandibles tracker ranking
- Colouring tracker ranking
- Wingspan tracker ranking
- Point tokens
- Total

SOLO

In STAG solo mode you will be playing against 3 other Automaton players who will be combined to become 1 main opponent.

SETUP

Set up as a standard game but with the following changes:

Only set up your action mat and card mats (in this example: red player) ❶.

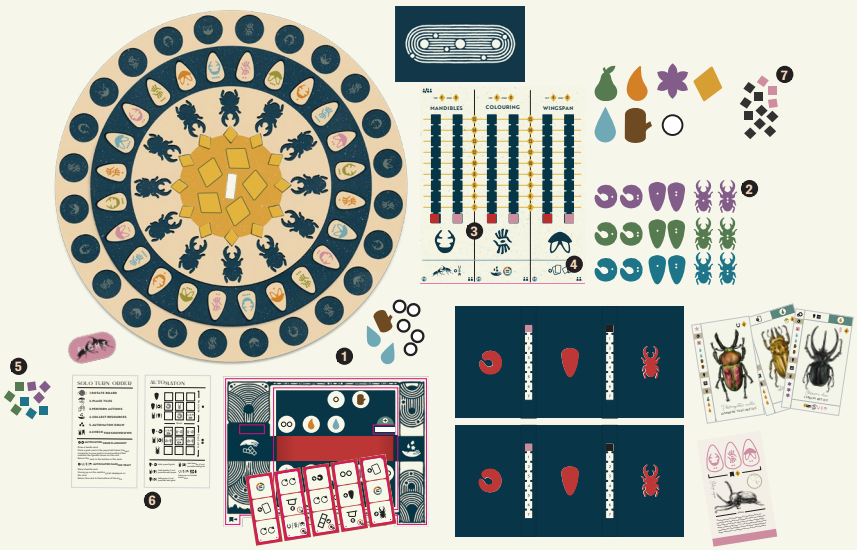
Line up the other grub, pupa and beetle tokens and place to one side ❷. Arrange in colour order.

Use the 2 player side of the trait tracker ❸ Place your tracker cubes and 3 pink cubes, for the Automaton (Ⓐ) ❹ at the bottom of the track. Boons for being the highest position on the trackers don't apply to the solo mode.

Put all the remaining tracker cubes into a opaque bag to be ready to be drawn from ❺. There should be 3 cubes per Ⓐ opponent (9 in total).

Place the Ⓐ player aids next to your action mat ❻.

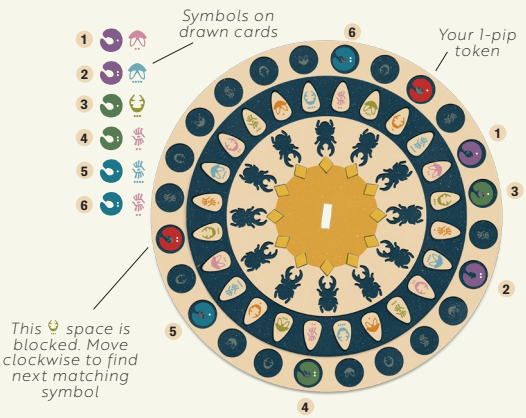
Place 2 pink cubes and 6 black cubes to one side - these will be used in showdowns ❼.



INITIAL GRUB PLACEMENT

Place your two grubs on the board as normal (see page 4).

Then place the Ⓐ's 6 grubs on the board in the order shown during setup (in this example: purple, green, then blue). For each grub, draw a beetle card and place the grub at the closest clockwise pupa trait token that matches the card's symbol, starting from your 1-pip grub. If that token is blocked, continue clockwise to the next matching token. Return the card to the bottom of the deck, then repeat the process for the remaining grubs, beginning each search from the last placed grub.

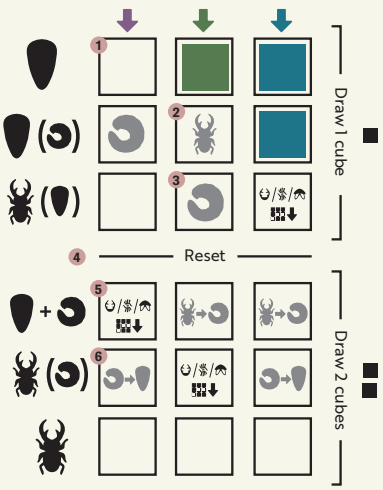


TURN ORDER

The Ⓐ adds in a new stage in the turn order which happens after you collect your resources and before checking for a showdown - 'Automaton Draw'. Use the player aid during play as an easy reminder.

AUTOMATON DRAW

On the 'Automaton Draw' stage a single cube is drawn from the bag, then placed onto the Ⓐ card which triggers different actions and token placements. Each colour should have their own column on the player aid. Use the order determined in set up (in this example: purple, green and blue). Each row shows what token should be added to the board. Tokens should always be added/upgraded in order (1 pip then 2 pip). There are also secondary actions triggered if a cube covers an icon within the square.



In this draw example 1 green and 2 blue cubes have already been drawn, then...

❶ The Ⓐ draws a purple cube and places a purple pupa on the board and returns the grub to supply. If the 1 pip pupa is already on the board use the 2 pip grub to upgrade instead. If a pupa trait token is gained be sure to move up the Ⓐ on the matching trait tracker.

❷ The Ⓐ places a green pupa as it's primary action and as the secondary action it places a beetle to the board. If there are both 1 and 2 pip pupae on the board upgrade the 1 pip to a beetle token first. If the Ⓐ is the first beetle placed in that slot the Ⓐ gains the bonus point token from the slot on the board. Be sure to return the pupa back to supply when upgrading to a beetle.

❸ The Ⓐ places a green beetle if there are no pupa available to upgrade to a beetle add a pupa instead. The secondary action is to place a new grub.

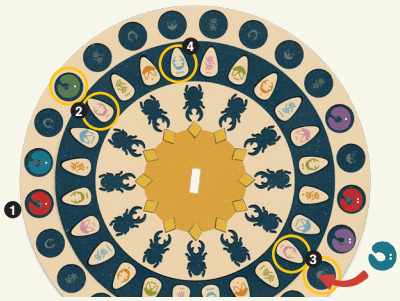
❹ Once all 9 cubes are drawn you put all the cubes back into the bag and draw again placing on the next section of the player aid, but from now on 2 cubes are drawn.

❺ The Ⓐ places a purple pupa **and** a new grub. The secondary action is to move up the Ⓐ 's lowest trait tracker cube. If they are all equal then draw a beetle card to determine trait. The second cube drawn is also a purple cube, ❻ the Ⓐ , as a primary action, places a beetle and if not possible, places a grub. Then as the secondary action places a grub and if not possible place a pupa.

GRUB PLACEMENT

Any time the Ⓐ grub is added the same process as the initial grub placement is followed. Draw a beetle card and place the grub next to the pupa trait token matching the card's symbol, using the closest clockwise token from your grub's current position. Using your 1 pip grub and if not possible using your 2 pip grub's position.

If blocked by another grub, continue clockwise to the next matching token. If there are no pupa trait tokens with the exact matching symbol left of the board then place next to the nearest pupa trait token that shares the same symbol regardless of colour. If there are no pupa trait tokens with the same symbol, draw another card.



Example: The Ⓐ is placing a blue (2 pip) grub and draws a card showing . Starting from your 1-pip grub ❶, move clockwise around the board to the matching pupa trait token. This grub space is blocked ❷. Continue clockwise to the next matching token and place there ❸. If no matching symbols are available, place the grub next to the nearest available mandibles symbol ❹ clockwise from your grub.

GAINING TRAITS

When the Ⓐ adds a pupa and picks up a pupa trait token then move their pink cube on the trait tracker up on the matching track.

Keep the Ⓐ 's pupa trait tokens next to their player token supply. Similarly, if the Ⓐ picks up a point token when they move into beetle space, place that token next to the Ⓐ 's player token supply.

When the Ⓐ gains or loses a trait through a showdown or a lone beetle bonus, which track it moves up/down on is determined by drawing a beetle card and moving up on the matching trait displayed on the card. Then return the card to the bottom of the deck. Do this for each trait gained.

BEETLES

Ⓐ 's beetles are considered fed as soon as they are placed on the board - so flip them over to show the fed symbol. When checking for a showdown if the Ⓐ 's beetle gains a trait for being a lone beetle the Ⓐ draws a beetle card to determine which trait.

SHOWDOWN

Firstly, choose to fight or forage and place your token to show your choice.

Then place 3 black cubes and 1 pink cube into an opaque bag for each Ⓐ beetle opponent in the showdown

Blindly draw 1 cube from the bag to determine the Ⓐ 's decision.
Black = forage. Pink = fight. Check the player aid for showdown outcomes. There can be a showdown that doesn't involve you.

Three way showdown - The Ⓐ opponents are viewed as one when the Ⓐ receives a FIGHT showdown outcome. So if a single pink cube is drawn in a three way showdown the Ⓐ gains the pot and one trait. If more than one pink cube is drawn the pot is discarded and the Ⓐ only loses one trait.

If all black cubes are drawn in a three way the Ⓐ would receive their split of the pot (4 points in total) but only gain 2 traits.

SOLO GAME END & SCORING

After all the large point tokens from the board have been won or split the game ends. Add up all your points as normal and see which tier you find yourself in:

>50 Participation Award
>60 Bronze
>70 Silver
>80 Gold
>85 Master
>95 STAG LORD

Any tucked missions that relate to having the most of a specific resource at the end of the game will need to have 9 or more of the resource to be successful.

FAQ

If there is no pupa trait token can you move into a empty pupa slot?
Yes, but you won't move up the trait tracker as you don't gain a pupa trait token.

Can I have multiple beetle cards on the go?
Yes every card mat can have a beetle card. But you cannot move along to the next card mat until a space has opened up.

Can I age multiple grubs and or pupa with the age action?
Yes, you can mix and match. But you cannot "pre age" a card mat. It must have a beetle card in play.

What are the dots on the pupa trait tokens?
Those are to help anyone with colour vision deficiency (colour blindness) to differentiate between the colours.

What happens during the showdown stage if both my beetle tokens are on the board and they are both fed?
If they are two of your fed beetles on the board then they'd get a bonus trait each. If there was another players fed beetle then a showdown would occur and you'd choose one of your beetles to enter the showdown. No trait bonuses are gained if a showdown occurs . You cannot enter two of your own beetles into a showdown.

What happens if there is a four way showdown - does that count as one or two showdowns?
It would count as two showdowns

What happens to the large point token if it is split between two or three players if they all FORAGE on a showdown?
The large point token is returned to the box and exchanged for single point tokens which are split evenly between players.

PLEASE SUGGEST MORE

WHY BEETLES?

Beetles (Coleoptera) are an incredibly successful animal, they are literally everywhere! There are over 400,000 described species of beetles, making them the largest order of insects - roughly 40% of all insects. Not only that, they make up **25% of all known animal species**!

The success of beetles come down to a few things, one being their armoured wing-cases (elytra) that shield their bodies and flight wings so they can push into soil and dense vegetation giving them incredible adaptability in almost every single habitat. Also as flowering plants evolved, many beetles co-evolved with them and became highly specialised to feed on specific plants. Giving the beetles a diverse and plentiful food source.

This game focuses on two families in the beetle world - Lucanidae (Stag beetles) and Scarabaeidae (Scarab beetles) which hold some of the biggest and most impressive beetles.

KEY

ICON KEY

- Eggs
- Wood
- Water
- Fruit
- Nectar
- Sap
- Mandible trait
- Colouring trait
- Wingspan trait
- Points
- Objectives
- Action cost
- Pupa trait token
- Grub
- Pupa
- Beetle
- Grub age
- Pupa age
- Gain
- Lose

ACTIONS KEY

- Grow grub
- Grow pupa
- Grow beetle
- Pick up a card
- Gain eggs
- Age grub/pupa
- Exchange resource (not inc. eggs)
- Tuck a card (cost)
- Upgrade a tile (cost)
- Move up the trait track (cost)

BOON KEY

- Use water for wood and wood for water*
- Use nectar for fruit and fruit for nectar*
- Use sap for fruit and fruit for sap*
- Use sap for nectar and nectar for sap*
- All grubs require one less aging
- All pupae require one less aging
- All grubs cost one less egg
- An extra card every time you gain a card

SCORE SHEET KEY

- Player name
- Played cards (on card mats or survived showdown)
- Objectives (pupa trait token sets and tucked cards)
- Lowest ranking across all three trait tracks
- Mandibles tracker ranking
- Colouring tracker ranking
- Wingspan tracker ranking
- Point tokens
- Total

OBJECTIVE KEY

UNIVERSAL OBJECTIVES
four-of-a-kind, set of pupa trait tokens

PERSONAL OBJECTIVES
Three traits in a specific colour shown on your personal objective card.

TUCKED CARD OBJECTIVES
Tucked cards under your action mats will display end game objectives that earn you extra points.

One point per any played card showing the specified trait markers (max 3 points).

Have the **most** of the specified resource at the end of the game. Any applicable tucked card boons also count (see Pg.8)

Be the **highest** (no ties) on the specified trait track

Be the **lowest** (no ties) on the specified trait track

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